

Road Running

*A road-movie based
role-playing game
for 2+ players*

By Juan Manuel Avila

You are leaving town, running away from the law by car. What crime did each one of you committed? Why did you do it? Which illegal thing are you taking with you?

One of you throws a die:

- 1 - 3:** Describe the landscape or settlement you are passing through. Take a breath. Roll again.
- 4:** You damage the car. You must fix it.
- 5:** A townsman discovers your illegal thing. You must dissuade him.
- 6:** The police chase you. You must escape.

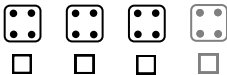
On a **4**, **5** or **6**, describe the situation and pass the die to another player. He'll have to tell how we solve this problem. Then it's his turn to throw the dice, following the previous rules.

When a **4** comes up for the third time: It breaks up but you escape, laying low for a while.

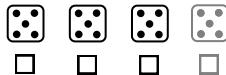
When a **5** comes up for the third time: A villager rats you all out, and you are imprisoned.

When a **6** comes up for the third time: They reach you and mows you all down.

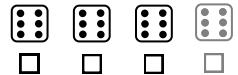
Large group? Add another box to the counters and let the road guide you.



No fame



No freedom



No life

